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20 February 1969

MEMORANDUM FOR: Assistant Deputy Director for
Intelligence

SUBJECT : OSR Participation in [REDACTED] Political-
Military Game

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- 25X1A9a 1. In January and February [REDACTED] and
25X1A9a [REDACTED] of the Office of Strategic Research
and [REDACTED] of NIPE Staff participated
in the most recent in a series of military-political games [REDACTED] 25X1A5a1
25X1A9a [REDACTED] served as team leader. The purpose
of the games [REDACTED] was to analyze 25X1A5a1
political and military decision-making processes
in an international crisis situation which could
well lead to general war.
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2. Four teams participated in the game.
Blue (US, [REDACTED], Yellow (Communist China,
[REDACTED], and Red 25X1A5a1
(USSR, played by CIA) were the main participants.
The Green team [REDACTED] served as 25X1A5a1
the control team and as the Intelligence and
General Staffs for the other teams as well; Green
also acted for the rest of the world. Players par-
ticipated as individuals, not as representatives of
their respective organizations.
3. The game had two main phases. The first
was devoted to structuring strategic posture for
a 10-year period, beginning in 1969. Each team
was given a base force for 1968 and was permitted
to augment these forces within given budgetary and
technological constraints. The second phase in-
volved interactive play. Interaction occurred for
three hours a day for ten consecutive working days.
Red communication with all teams took place through
a teletype machine located at Headquarters to the
[REDACTED]

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4. The gam began in 1978. By this time Red's strategic posture was at least equal to, and in some respects superior to, that of Blue. Play began with crisis in two areas of the world--in the Far East and in the Mediterranean.

5. In the Far East, North Korea had launched a surprise, large-scale conventional attack against South Korea. Blue forces had been forced to retreat and were left with only a relatively small foothold in the southern part of the peninsula. Heavy military losses had made its military position untenable. Before the game ended Blue felt constrained to employ nuclear weapons.

6. In the Middle East, Red had given its support to an Arab surprise attack launched against Israel. Within a few days Arab forces had regained lost territories to the 1956 borders and placed in jeopardy the continued viability of Israel as a state.

7. Red's immediate goals were as follows: to eliminate Blue as a major force in the Far East and the Mediterranean, and to abrogate the Montreaux Convention. These goals were met, or were on the way to being met, when play ended.

8. The first phase of the game was a constructive exercise in strategic force planning. The projection of strategic forces over a 10-year period compelled consideration of over-all force posture and the roles that national economic goals, resource allocations, procurement and production, and research and development play in military planning.

9. The interactive phase placed in perspective the potential of strategic and conventional forces, and the use of these forces in the conduct of foreign policy. On the other hand, the game forced the participants to think more broadly about how military forces can be used, not to fight a war but to achieve political goals. At the same time, it was clear that the degree of success a power could expect

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to achieve depended upon its ability to deploy military forces efficiently. The game provided some insight, therefore, into the mutual constraints that military-political strategies and military planning, operations, command and control, and force structure impose upon one another.

10. There were some built-in structural defects, but these were minimal. The necessity to operate within the constraints of the given scenario and intelligence assessments of the world situation lent a quality of unreality to the game. Other shortcomings included Green's apparent desire to provoke open conflict between Red and Blue, and the inability of Green to provide complete intelligence on a timely basis. Some of Green's decisions, such as Japan's agreement to permit the re-opening of Blue bases on its territory also appeared politically untenable. Red team members considered, however, that these shortcomings were minor and detracted little from the positive aspects of the game.

11. [REDACTED] represented the Red Team in a post-game critique [REDACTED] At the critique, the other team commended Red for its play and, although team members participated as individuals, their participation reflected favorably on the Agency. The other teams also were acquainted with the extent of OSR participation in the game and informed in general terms of the function of that office.

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12. In sum, we believe that the game experience was a useful one. By providing new insights into the decision-making process at the highest level in a crisis environment, games of this nature broaden the perspective and analytical approach of intelligence officers to the Soviet military problem.

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[REDACTED]
BRUCE C. CLARKE, Jr.
Director
Strategic Research

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